

# ELLIOTT LEOW

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## EDUCATION

### Johns Hopkins University (August 2023 - present)

Expected BS Biomedical Engineering and Computer Science - 3.92 GPA

- Expected Graduation: May 2027
- Relevant Coursework: Data Structures, Biomedical Engineering and Design, Structural Biology of Cells, Introduction to Computer Aided Design

## EXPERIENCE

### Glaucoma Monitoring in India (November 2023 - present)

- **Johns Hopkins Design Team Member**
  - Collaborated with a team of eight and with clinical mentors to engineer a method to monitor intraocular pressure and increase glaucoma patient follow-up rates in India
  - Held interviews with stakeholders, such as doctors at The Johns Hopkins Hospital, and generated possible solutions

### Gael Force Robotics (August 2020 - June 2023)

- **Team Member of Team 5327U (August 2020 - June 2021)**
  - Collaborated with a team to design and build an advanced robot for the VEX Robotics Competition and wrote documentation detailing design choices and match strategy
  - Qualified to the World Championships in May 2021
- **Programmer of Team 5327A (June 2021 - June 2023)**
  - Programmed autonomous code in C++ and utilized algorithms such as PID and odometry, and taught other team members good programming practices and algorithms
  - California State Championship finalist in Sacramento, CA in March 2022
  - Qualified to World Championships in May 2022

### Science Olympiad (August 2021 - June 2023)

- **Competitor (August 2021 - June 2023)**
  - Studied with a partner to win competitions in Chemistry (Chemistry Lab), Biology (Cell Biology), and Systems on the Earth (Dynamic Planet)
  - 3D printed a mechanical escapement to accurately measure time (It's About Time)
  - First place in Chemistry Lab at regional finals, second place in Dynamic Planet at regional finals, fourth place in Cell Biology at regional finals, and second place in It's About Time in regional finals

### UClient Software (December 2020 - August 2022)

- **Lead Developer (December 2020 - August 2022)**
  - Led software developers to develop a modification for an online game which enhances the user experience
  - Programmed a large majority of the application in Java, utilizing object-oriented programming, while considering and implementing suggestions from users.

## SKILLS

- Programming Skills: Java, C++, Javascript, advanced Linux usage, Android application development
- Lab Skills: lab safety, PCR, pipetting, centrifugation, gel electrophoresis, bacterial transformation
- Other Skills: Fusion 360, Creo Parametric, 3D printing, Microsoft Excel